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6	359	709/223,225,226,238,201,217-222.ccls. and (user near5 (weight or type)) near5 (application)	USPAT; US-PGPUB; EPO; JPO	2004/08/06 10:49
7	10	709/223,225,226,238,201,217-222.ccls. and (user near5 (weight or type)) near5 (application) and (server near8 (farm or factory))	USPAT; US-PGPUB; EPO; JPO	2004/08/06 10:49
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1 [DDD papers: Software factories: assembling applications with patterns, models, frameworks and tools](#)

Jack Greenfield, Keith Short

 October 2003 **Companion of the 18th annual ACM SIGPLAN conference on Object-oriented programming, systems, languages, and applications**

 Full text available: [pdf\(707.51 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The confluence of component based development, model driven development and software product lines forms an approach to application development based on the concept of software factories. This approach promises greater gains in productivity and predictability than those produced by incremental improvements to the current paradigm of object orientation, which have not kept pace with innovation in platform technology. Software factories promise to make application assembly more cost effective thro ...

Keywords: design patterns, domain-specific languages, model-driven development, software factories, software product lines

2 [Patching onto the Web: Common LISP hypermedia for the intranet](#)

Byron Davies, Victoria Bryan Davies

May 1997 **Communications of the ACM**, Volume 40 Issue 5
 Full text available: [pdf\(498.30 KB\)](#) Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

3 [The gateway system: uniform Web based access to remote resources](#)

Geoffrey Fox, Tomasz Haupt, Erol Akarsu, Alexey Kalinichenko, Kang-Seok Kim, Praveen Sheethalnath, Choon-Han Youn

June 1999 **Proceedings of the ACM 1999 conference on Java Grande**
 Full text available: [pdf\(759.70 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

4 [sTeam: structuring information in team-distributed knowledge management in cooperative learning environments](#)

August 2001 **Journal on Educational Resources in Computing (JERIC)**
 Full text available: [pdf\(179.03 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#), [review](#)

Learning is a socially embedded design process. But most of todays hypermedia systems fail to properly support the design-related and the social aspects of learning. Authoring and


Web-publishing systems aim to support the authors design processes. Consequently, the activities of learners are confined to selecting and reading. Based on some fundamental reflections on the role of technology in learning processes, we conclude that top priority must be given to the construction of infrastructure ...

Keywords: cooperative learning, cooperative support, learner-centered approaches, sTeam (structuring information in a team), web-based learning and teaching

5 Mobile computing and applications (MCA): Object-oriented middleware for location-aware systems

Riku Järvensivu, Risto Pitkänen, Tommi Mikkonen

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Full text available:  pdf(1.32 MB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Location-based systems are often aiming at the separation of the concept of location to a particular system, or, alternatively, treat location as yet another issue that should be fit into a larger prescribed application framework. This may lead to increasingly complex system architectures, when application logic uses location only as a facility. As a solution that gathers the best sides of both approaches, we propose an approach where object-oriented middleware is used for handling location-base ...

Keywords: location-based services, location-based systems, object-oriented middleware, software architecture

6 sTeam - Designing an integrative infrastructure for Web-based computer-supported cooperative learning

Thorsten Hampel, Reinhard Keil-Slawik

April 2001 **Proceedings of the tenth international conference on World Wide Web**

Full text available:  pdf(265.67 KB)

Additional Information: [full citation](#), [references](#), [index terms](#)

Keywords: cooperation support, cooperative learning, learner-centered approaches, sTeam - structuring information in a team, web-based learning and teaching


7 Computer-supported cooperative work in design: A Java 3d-enabled cyber workspace

Lihui Wang, Brian Wong, Weiming Shen, Sherman Lang

November 2002 **Communications of the ACM**, Volume 45 Issue 11

Full text available:  pdf(235.74 KB)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


 html(24.44 KB)

Along with the browser paradigm, Java has fundamentally changed the work environment, helping produce compelling applications for collaborating over the Internet.

8 Industry track papers and presentations: technology trends: Building enterprise portals: principles to practice

Tushar K. Hazra

May 2002 **Proceedings of the 24th international conference on Software engineering**

Full text available:  pdf(1.85 MB)


Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Primary objective of this paper is to offer an exclusive view of constructing and deploying enterprise portals by using a component-based development approach. As the dot-com hype dies down, most companies are forced to revisit their enterprise-wide Web integration strategies. This paper offers a pragmatic roadmap that these companies may follow in their upcoming enterprise portal deployment initiatives. The academic world plays a significant role in the advances of the portal technology. In this ...

9 Combining contracts and exemplar-based programming for class hiding and customization

Victor B. Lortz, Kang G. Shin

October 1994 **ACM SIGPLAN Notices , Proceedings of the ninth annual conference on Object-oriented programming systems, language, and applications**, Volume 29 Issue 10

Full text available:  [pdf\(1.80 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

For performance reasons, client applications often need to influence the implementation strategies of libraries whose services they use. If an object-oriented library contains multiple service classes customized for different usage patterns, applications can influence service implementations by instantiating the customized classes that match their needs. However, with many similar service classes, it can be difficult for applications to determine which classes to instantiate. Choosing the w ...

10 Interfacing Ada 95 to Microsoft COM and DCOM technologies

David Botton

September 1999 **ACM SIGAda Ada Letters , Proceedings of the 1999 annual ACM SIGAda international conference on Ada**, Volume XIX Issue 3

Full text available:  [pdf\(487.34 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


COM, the Component Object Model, and DCOM, Distributed COM, were introduced as the underlying technologies of Microsoft's second version of OLE, but have since proven their utility as powerful model for distributed systems. This paper intends to introduce COM and DCOM to the Ada community and demonstrate how to create and use objects that conform to these models.

Keywords: ActiveX, COM, OLE, component object model, components, distributed COM

11 How and why to encapsulate class trees

Dirk Riehle

October 1995 **ACM SIGPLAN Notices , Proceedings of the tenth annual conference on Object-oriented programming systems, languages, and applications**, Volume 30 Issue 10

Full text available:  [pdf\(1.56 MB\)](#)


Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

A good reusable framework, pattern or module interface usually is represented by abstract classes. They form an abstract design and leave the implementation to concrete subclasses. The abstract design is instantiated by naming these subclasses. Unfortunately, this exposes implementation details like class names and class tree structures. The paper gives a rationale and a general metaobject protocol design that encapsulates whole class trees. Clients of an abstract design retrieve classes and cre ...

12 Pandora - an experimental system for multimedia applications

Andy Hopper

April 1990 **ACM SIGOPS Operating Systems Review**, Volume 24 Issue 2

Full text available:  [pdf\(1.43 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [citations](#)

Pandora is a joint project between Olivetti Research Cambridge and the University of Cambridge Computer Laboratory. The project is investigating the use of multimedia workstations in a working environment with particular emphasis on digital video. It endeavours to place a camera on the desktop to make generation of multimedia documents as easy as producing text. We are aiming to produce a number of new applications as well as to provide insights into the way computer systems should be designed.T ...

13 Position papers: DSM-CC for world wide applications

Liam Casey

September 1996 **Proceedings of the 7th workshop on ACM SIGOPS European workshop: Systems support for worldwide applications**


Full text available:  [pdf\(526.62 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#)

DSM-CC (Digital Storage Media - Command and Control) is a very recent ISO/IEC standard developed for the delivery of interactive multimedia broadband services. This paper develops two themes of DSM-CC and explores issues related to its applicability to World Wide use. The first theme is that of Sessions and Resource control: tracking and controlling all resource usage goes against the prevailing approach of the Internet but will, we advocate, be required if quality of service is to be guaranteed ...

14 Log-based receiver-reliable multicast for distributed interactive simulation

Hugh W. Holbrook, Sandeep K. Singhal, David R. Cheriton

October 1995 **ACM SIGCOMM Computer Communication Review , Proceedings of the conference on Applications, technologies, architectures, and protocols for computer communication**, Volume 25 Issue 4

Full text available:  [pdf\(1.44 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Reliable multicast communication is important in large-scale distributed applications. For example, reliable multicast is used to transmit terrain and environmental updates in distributed simulations. To date, proposed protocols have not supported these applications' requirements, which include wide-area data distribution, low-latency packet loss detection and recovery, and minimal data and management over-head within fine-grained multicast groups, each containing a single data source. In this paper ...

15 Augmented reality for manufacturing planning

F. Doil, W. Schreiber, T. Alt, C. Patron

May 2003 **Proceedings of the workshop on Virtual environments 2003**

Full text available:  [pdf\(4.45 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The shortening of development cycles demand for efficient methods and tools for the planning of complex production systems. Recently immersive Virtual Reality technologies have been introduced to the manufacturing planning functions. This has led to a decrease in planning times as well as to the improvement of the quality of planning results. The introduction of various virtual planning tools is targeting the complete integration of all planning tasks and demands an intuitive interaction with c ...

Keywords: augmented reality, manufacturing planning, visualization

16 Javelin++: scalability issues in global computing

Michael O. Neary, Sean P. Brydon, Paul Kmiec, Sami Rollins, Peter Cappello


June 1999 **Proceedings of the ACM 1999 conference on Java Grande**

Full text available:  [pdf\(1.34 MB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

17 An architectural style of product lines for distributed processing systems, and practical selection method

Yoshitomi Morisawa, Koji Torii

September 2001 **ACM SIGSOFT Software Engineering Notes , Proceedings of the 8th European software engineering conference held jointly with 9th ACM SIGSOFT international symposium on Foundations of software engineering**, Volume 26 Issue 5

Full text available:  [pdf\(284.13 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

When implementing an application system in a distributed computing environment, several architectural questions arise, such as how and where computing resources are arranged,

and how the communication among computing resources are implemented. To simplify the process of making these choices, we have developed an architectural style for distributed processing system. The style classifies product lines for distributed processing systems into nine categories based on the location of data storage an ...

Keywords: architectural style, distributed computing model, distributed processing system, product lines, software architecture

18 Multimedia and visualization (MV): Exploring an open, distributed multimedia framework to design and develop an adaptive middleware for interactive digital television systems

Glêdson Elias, Adilson B. Lopes, Frederico Borelli, Maurício F. Magalhães

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**

Full text available:  [pdf\(131.12 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)


Interactive digital television systems should provide concepts of middleware for harmonizing and abstracting discrepancies related to hardware and operating systems issues. In such a context, this paper explores a framework for configuration and management of open, distributed multimedia systems with the purpose of designing and developing a component-based adaptive middleware for interactive digital television systems, which incorporates mechanisms for specification, configuration, management a ...

Keywords: adaptive middleware, digital television, software components

19 A Jini-based computing portal system

Toyotaro Suzumura, Satoshi Matsuoka, Hidemoto Nakada

November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)**

Full text available:  [pdf\(197.53 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

JIPANG(A Jini-based Portal Augmenting Grids) is a portal system and a toolkit which provides uniform access interface layer to a variety of Grid systems, and is built on top of Jini distributed object technology. JIPANG performs uniform higher-level management of the computing services and resources being managed by individual Grid systems such as Ninf, NetSolve, Globus, etc. In order to give the user a uniform interface to the Grids JIPANG provides a set of simple Java APIs called the JIPANG To ...

20 The Information Bus: an architecture for extensible distributed systems

Brian Oki, Manfred Pfluegl, Alex Siegel, Dale Skeen

December 1993 **ACM SIGOPS Operating Systems Review , Proceedings of the fourteenth ACM symposium on Operating systems principles**, Volume 27 Issue 5

Full text available:  [pdf\(1.12 MB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Research can rarely be performed on large-scale, distributed systems at the level of thousands of workstations. In this paper, we describe the motivating constraints, design principles, and architecture for an extensible, distributed system operating in such an environment. The constraints include continuous operation, dynamic system evolution, and integration with extant systems. The *Information Bus*, our solution, is a novel synthesis of four design principles: core communication proto

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1 [Parallel and distributed systems \(PDS\): A cost-oriented approach for infrastructural design](#)

Danilo Ardagna, Chiara Francalanci, Marco Trubian

March 2004 **Proceedings of the 2004 ACM symposium on Applied computing**Full text available: [pdf\(186.95 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The selection of a cost-minimizing combination of hardware and network components that satisfy organizational requirements is a complex design problem with multiple degrees of freedom. Decisions must be made on how to distribute the overall computing load onto multiple computers, where to locate computers and how to take advantage of legacy components. The corresponding optimization problem not only embeds the structure of NP-hard problems, but also represents a challenge with a well-structured ...

Keywords: cost minimization, tabu-search

2 [Analyzing the application ASP concept: technologies, economies, and strategies](#)

Kenneth R. Walsh

August 2003 **Communications of the ACM**, Volume 46 Issue 8Full text available: [pdf\(97.82 KB\)](#) [html\(25.05 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

The application service provider model can realize economies of scale in managing hardware, software, and personnel resources, but this new concept also introduces uncertainty as it redistributes responsibilities among organizations.

3 [Higher education ERP: a framework to reduce the pain](#)

Kris T. Pegah, Mahmoud Pegah, Terry M. Dillow

September 2003 **Proceedings of the 31st annual ACM SIGUCCS conference on User services**Full text available: [pdf\(321.52 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Higher Education Institutions are now spending a significant portion of their budget to implement and maintain modern Enterprise Resource Planning (ERP) solutions. ERP is a software solution that integrates information and business processes to enable information entered once into the system to be available across the information technology infrastructure. In this report, we provide our framework to implement a secure infrastructure for ERP systems which is scalable, robust, easy to maintain, and ...

Keywords: ERP, administrative systems infrastructure, best of breed, isolated network, security

4 Web and e-business application: A cost-oriented methodology for the design of web based IT architectures

Danilo Ardagna, Chiara Francalanci

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**

Full text available:  [pdf\(628.40 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)


This paper proposes a design methodology of Web-based IT architectures tying organizational requirements to technical choices and costs. Information system design and optimum sizing is the result of a reconciliation of several conflicting requirements, including technical performance and costs. Web-based IT architectures involve a number of design choices with significant cost implications: the adoption of thin clients executing Web applications remotely, the choice of the number of architecture ...

Keywords: IT architectures, cost minimization, web architectures

5 Disk striping strategies for large video-on-demand servers

Tat-Seng Chua, Jiandong Li, Beng-Chin Ooi, Kian-Lee Tan

February 1997 **Proceedings of the fourth ACM international conference on Multimedia**

Full text available:  [pdf\(1.03 MB\)](#)


Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

Keywords: disk striping, replication, video-on-demand

6 An adaptive load balancing scheme for web servers

James Aweya, Michel Ouellette, Delfin Y. Montuno, Bernard Doray, Kent Felske

January 2002 **International Journal of Network Management**, Volume 12 Issue 1

Full text available:  [pdf\(1.00 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

This paper describes an overload control scheme for web servers which integrates admission control and load balancing. The admission control mechanism adaptively determines the client request acceptance rate to meet the web servers' performance requirements while the load balancing or client request distribution mechanism determines the fraction of requests to be assigned to each web server. The scheme requires no prior knowledge of the relative speeds of the web servers, nor the work required t ...

7 Stateful distributed interposition

John Reumann, Kang G. Shin

February 2004 **ACM Transactions on Computer Systems (TOCS)**, Volume 22 Issue 1

Full text available:  [pdf\(833.84 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Interposition-based system enhancements for multitiered servers are difficult to build because important system context is typically lost at application and machine boundaries. For example, resource quotas and user identities do not propagate easily between cooperating services that execute on different hosts or that communicate with each other via intermediary services. Application-transparent system enhancement is difficult to achieve when such context information is obscured by complex service ...

Keywords: Distributed computing, component services, distributed context, multitiered services, operating systems, server consolidation

8 The state of the art in locally distributed Web-server systems

Valeria Cardellini, Emiliano Casalicchio, Michele Colajanni, Philip S. Yu

June 2002 **ACM Computing Surveys (CSUR)**, Volume 34 Issue 2Full text available:  [pdf\(1.41 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The overall increase in traffic on the World Wide Web is augmenting user-perceived response times from popular Web sites, especially in conjunction with special events. System platforms that do not replicate information content cannot provide the needed scalability to handle large traffic volumes and to match rapid and dramatic changes in the number of clients. The need to improve the performance of Web-based services has produced a variety of novel content delivery architectures. This article w ...

Keywords: Client/server, World Wide Web, cluster-based architectures, dispatching algorithms, distributed systems, load balancing, routing mechanisms

9 Full papers: A case study in software adaptation

Giuseppe Valetto, Gail Kaiser

November 2002 **Proceedings of the first workshop on Self-healing systems**Full text available:  [pdf\(1.45 MB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We attach a feedback-control-loop infrastructure to an existing target system, to continually monitor and dynamically adapt its activities and performance. (This approach could also be applied to "new" systems, as an alternative to "building in" adaptation facilities, but we do not address that here.) Our infrastructure consists of multiple layers, with the objectives of 1. probing, measuring and reporting of activity and state during the execution of the target system among its components and c ...

Keywords: coordination, distributed systems, dynamic adaptation, dynamic reconfiguration, perpetual testing, software process enactment, workflow

10 Web and e-business application: Content management on server farm with layer-7 routing

Mon-Yen Luo, Chu-Sing Yang, Chun-Wei Tseng

March 2002 **Proceedings of the 2002 ACM symposium on Applied computing**Full text available:  [pdf\(540.88 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Service replication on a server farm is becoming increasingly widespread as the explosive growth of the Web is straining the architecture of many Internet sites. Layer-7 routing, routing packets based on requested content, has been recognized as a powerful approach to distribute workload among these server farms. However, little attention has been given to how to configure content-related knowledge into the layer-7 routing mechanisms. In addition, the used data structures for storing content-rel ...

11 Network infrastructure for massively distributed games

Daniel Bauer, Sean Rooney, Paolo Scotton

April 2002 **Proceedings of the 1st workshop on Network and system support for games**Full text available:  [pdf\(171.84 KB\)](#)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

The popularity of hypertext documents led to the need for specific network infrastructure elements such as HTML caches, URL-based switches, web-server farms, and as a result created several new industries as companies rushed to fill that need. We contend that massive distributed games will have a similar impact on the Internet and will require similar dedicated support. This paper outlines some initial work on prototyping such support. Our approach is to combine highlevel game specific logic and ...

Keywords: massively distributed games, network infrastructure, network processors

12 Efficient execution of multiple query workloads in data analysis applications

Henrique Andrade, Tahsin Kurc, Alan Sussman, Joel Saltz

November 2001 **Proceedings of the 2001 ACM/IEEE conference on Supercomputing (CDROM)**Full text available:  pdf(193.03 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

Applications that analyze, mine, and visualize large datasets are considered an important class of applications in many areas of science, engineering, and business. Queries commonly executed in data analysis applications often involve user-defined processing of data and application-specific data structures. If data analysis is employed in a collaborative environment, the data server should execute multiple such queries simultaneously to minimize the response time to clients. In this paper we pre ...

13 Technical papers: software process: Using process technology to control and coordinate software adaptation

Giuseppe Valetto, Gail Kaiser

May 2003 **Proceedings of the 25th international conference on Software engineering**Full text available:  pdf(1.30 MB) [Publisher Site](#)Additional Information: [full citation](#), [abstract](#), [references](#)

We have developed an infrastructure for end-to-end run-time monitoring, behavior/performance analysis, and dynamic adaptation of distributed software. This infrastructure is primarily targeted to pre-existing systems and thus operates <u>outside</u> the target application, without making assumptions about the target's implementation, internal communication/computation mechanisms, source code availability, etc. This paper assumes the existence of the monitoring and analysis components ...

14 Internet nuggets: Internet nuggets

Mark Thorson

September 2002 **ACM SIGARCH Computer Architecture News**, Volume 30 Issue 4Full text available:  pdf(617.72 KB)Additional Information: [full citation](#)**15** P1: "Yes, but does it scale?": practical considerations for database-driven information systems

John Russell

October 2001 **Proceedings of the 19th annual international conference on Computer documentation**Full text available:  pdf(231.31 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

This paper explores the process of designing and implementing a database-driven system of online documentation, and putting it live on the web for customers to use. Using real-life examples, it discusses practical considerations for balancing performance, scalability, and reliability.

Keywords: Oracle, automation, categorization, database, performance, reliability, scalability, web services

16 Middleware for software leasing over the Internet


H.-A. Jacobsen, O. Günther

November 1999 **Proceedings of the 1st ACM conference on Electronic commerce**Full text available:  pdf(270.10 KB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

17 Consistency and replication: Evaluation of edge caching/offloading for dynamic content delivery

Chun Yuan, Yu Chen, Zheng Zhang

May 2003 **Proceedings of the twelfth international conference on World Wide Web**

Full text available:  [pdf\(161.49 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

As dynamic content becomes increasingly dominant, it becomes an important research topic as how the edge resources such as client-side proxies, which are otherwise underutilized for such content, can be put into use. However, it is unclear what will be the best strategy and the design/deployment tradeoffs lie therein. In this paper, using one representative e-commerce benchmark, we report our experience of an extensive investigation of different offloading and caching options. Our results point ...

Keywords: dynamic content, edge caching, offloading

18 Disk cache replacement algorithm for storage resource managers in data grids

Ekow Otoo, Frank Olken, Arie Shoshani

November 2002 **Proceedings of the 2002 ACM/IEEE conference on Supercomputing**

Full text available:  [pdf\(166.85 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

We address the problem of cache replacement policies for Storage Resource Managers (SRMs) that are used in Data Grids. An SRM has a disk storage of bounded capacity that retains some N objects. A replacement policy is applied to determine which object in the cache needs to be evicted when space is needed. We define a utility function for ranking the candidate objects for eviction and then describe an efficient algorithm for computing the replacement policy based on this function. This computatio ...

Keywords: cache replacement algorithm, data staging, file caching, storage resource management, trace-driven simulation

19 Composable ad hoc location-based services for heterogeneous mobile clients

Todd D. Hodes, Randy H. Katz

October 1999 **Wireless Networks**, Volume 5 Issue 5

Full text available:  [pdf\(403.18 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

20 Composable ad-hoc mobile services for universal interaction

Todd D. Hodes, Randy H. Katz, Edouard Servan-Schreiber, Lawrence Rowe

September 1997 **Proceedings of the 3rd annual ACM/IEEE international conference on Mobile computing and networking**

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